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(54) **CLOUD ACCESS TO LOCAL NETWORK ADDRESSES**

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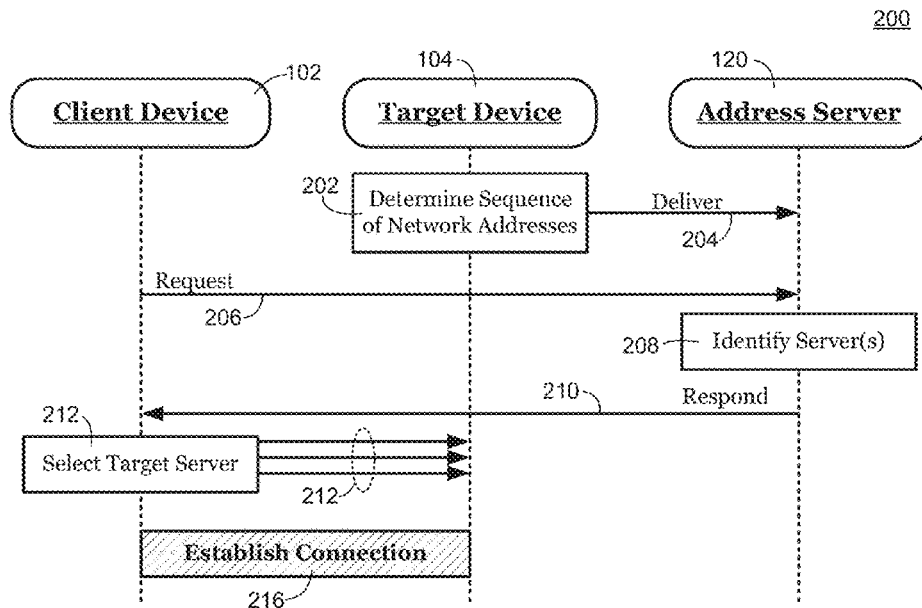
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(57) **ABSTRACT**

Various systems, device and automated processes allow video streaming hosts or other server devices to publish their internal/local addresses (e.g., addresses used on a subnet or other local area network) to a backend address server operating on a wide area network (WAN) such as the Internet. Client devices attempting to subsequently contact server devices operating in the same local network can contact the address to obtain the internal address of the target server, thereby allowing direct LAN connections between clients and servers.

**14 Claims, 2 Drawing Sheets**



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**H04L 67/01** (2022.01)  
**H04L 67/51** (2022.01)  
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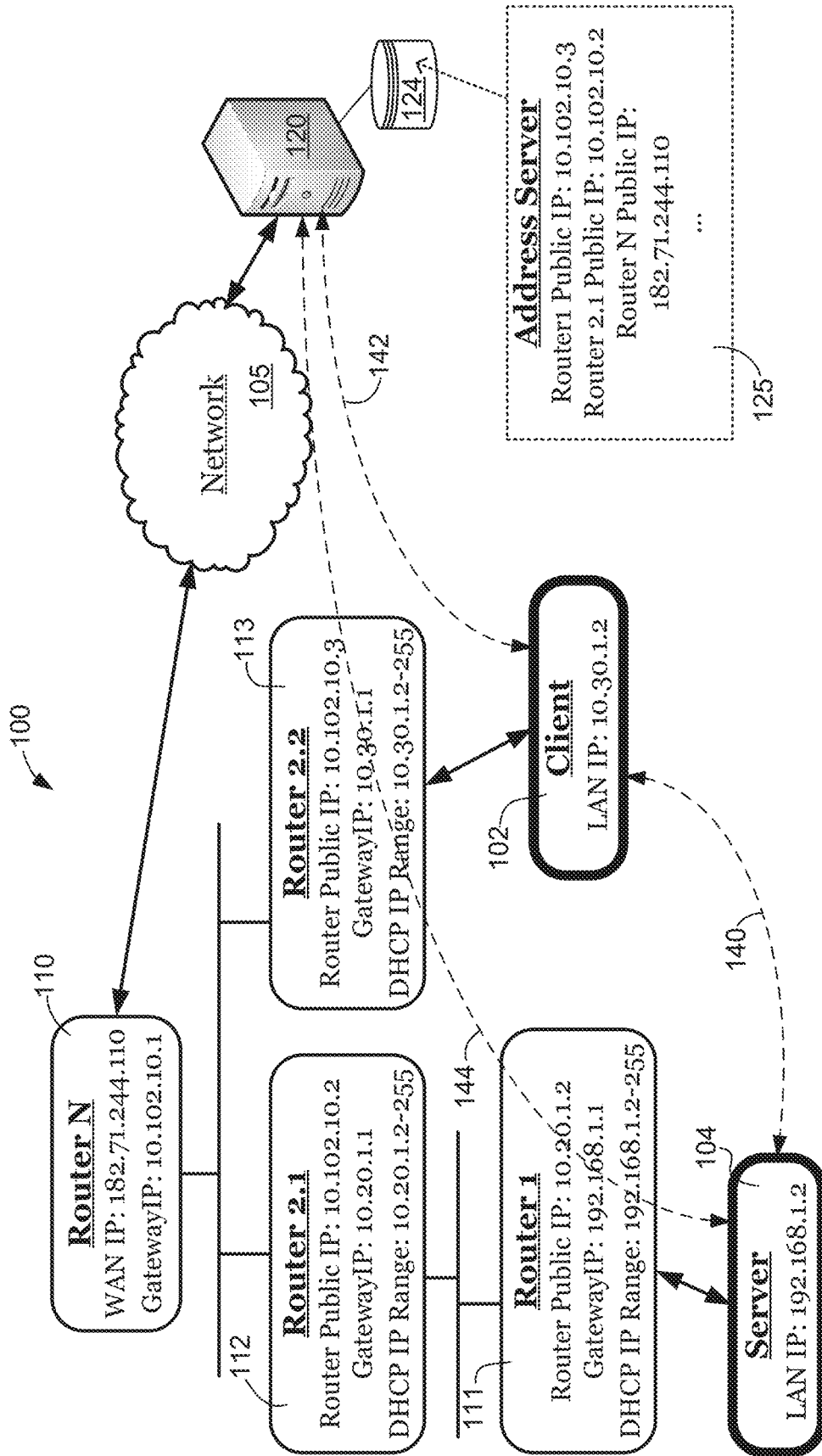


FIG. 1

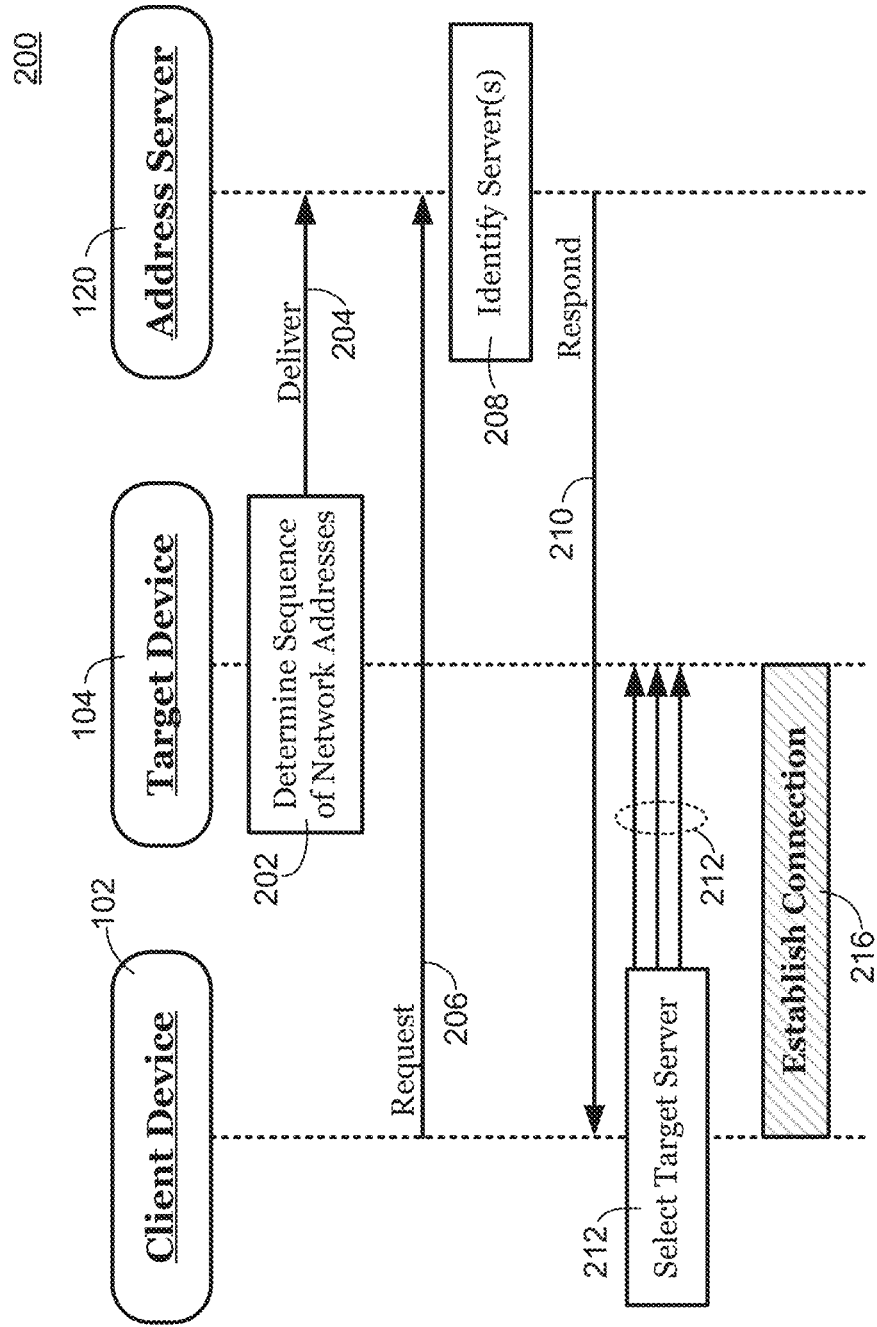


FIG. 2

## CLOUD ACCESS TO LOCAL NETWORK ADDRESSES

### PRIORITY CLAIM

This application is a continuation of U.S. application Ser. No. 17/070,155 filed on Oct. 14, 2020, which is a continuation of U.S. application Ser. No. 16/005,517 filed on Jun. 11, 2018. That application claims the benefit of India Provisional Patent Application No. 201841005338, filed on Feb. 13, 2018. All of these applications are incorporated herein by reference.

### TECHNICAL FIELD

The following discussion generally relates to communications over a digital network. More specifically, the following discussion relates to devices, systems, and automated processes to establish communications between networked devices.

### BACKGROUND

Network communication continues to affect almost every aspect of modern life. In the home environment, for example, it is now commonplace for home appliances, security systems, entertainment devices, lights, thermostats, locks and many other devices to inter-communicate with each other and/or with network services on the Internet. Such devices are also commonplace in offices, factories, restaurants, pubs and other locations. Moreover, many people now carry portable computing devices such as mobile phones, tablets, etc. as they carry on their life at home, work, travel and other places.

Often, substantial challenges arise in establishing communications between devices that are located within the same home or office environment. Many homes and offices nowadays include multiple wired and/or wireless local area networks (LANs) behind a common router or firewall, so devices operating on different LANs (or subnets of LANs) within the same environment can have difficulty in locating each other. In particular, devices operating on different LANs (e.g., different WIFI zones, or wired or wireless networks) may not be able to see each other directly, and may not share an intervening router or gateway device that can readily establish connections between the different devices. A mobile phone communicating on a home network via a Wi-fi connection, for example, may not be able to directly communicate with a file, print or media server that is operating within the same home, but that is connected to the network through another wired or wireless network. This often occurs because devices do not have dedicated addresses on the wide area network (WAN), but rather communicate on the WAN using a port on a router or gateway device. Communications between the gateway and the local device make use of local addresses that may not be visible to the WAN, or even to other LANs operating within the home environment. Locating a device on another LAN, then, can be a substantial challenge in practice.

It is therefore desirable to create devices, systems and processes to improve network communications between devices operating within a home or other environment. Other desirable features and characteristics will become apparent from the subsequent detailed description and the appended claims, taken in conjunction with the accompanying drawings and this background section.

## BRIEF SUMMARY

Various embodiments improve network connectivity between devices operating behind a common router or gateway device by initiating outward contact from the device to an address server residing on the Internet (or another wide area network). The server device initially provides its local address (e.g., a network address used for communications on its LAN) as well as any additional addresses of routers, gateways or other network devices residing between the device and its gateway to the wide area network. When a client device operating behind the same gateway intends to contact the server, the client initially requests the target device's routing information from the address server operating on the WAN. The client can then attempt to reach the target device using one or more of the obtained local addresses that are associated with the target.

In one example, an automated process is executed by a processor of a target computing device to establish a connection with a client device within a network environment. The process suitably comprises: determining, by the target device, a sequence of network addresses corresponding to router devices that couple the target device to a wide area network; providing the sequence of network addresses to an address server operating on the wide area network for storage by the address server and subsequent transmission of the sequence of network addresses from the address server to the client device; and subsequently responding to a request from the client device, wherein the client device transmits the request to at least one of the network addresses in the sequence obtained by the client device from the address server on the wide area network.

Other embodiments relate to device and/or automated processes executable by a processor of a client computing device to establish a connection with a target device within a network environment. The automated process suitably comprises: transmitting, by the client device, a request for server addresses to an address server operating on a wide area network; receiving, in response to the request for server addresses, a sequence of network addresses associated with the target device, wherein each of the sequence of network addresses corresponds to a different network address associated with the target device within the network environment; initiating a connection between the client device and the target device by transmitting a contact message to each of the network addresses in the sequence; and in response to a reply message received from the target device in response to the contact message, the client device establishing the connection with the target device.

Other embodiments relate to an address server system implemented with one or more computers and database servers. Various embodiments relate to automated processes executable by an address server system operating on a wide area network to establish a direct connection between a client device and a target device that are both operating on a local network environment that is separated from the wide area network by a router. The process suitably comprises: receiving, by the address server system, a sequence of local addresses associated with a target device operating within the local network environment that is separated from the wide area network by the router, wherein each of the sequence of network addresses corresponds to a different network address associated with the target device within the network environment; storing the received sequence of addresses in a database;

subsequently receiving, by the address server system, a request for server addresses from a client device that is also operating on the local environment that is separated from the wide area network by the router; transmitting, by the address server system in response to the request received from the client device, the sequence of network addresses associated with the target device to the client device to thereby permit the client device to initiate a connection between the client device and the target device by transmitting contact messages to each of the network addresses in the sequence via the local environment.

Other examples may relate to various client or server computing systems or devices, and/or automated processes executed by client or server computing systems or devices. Such systems, devices and processes may relate to network servers, network clients, network address servers and/or other computing entities as desired. Various additional examples, aspects and other features are described in more detail below.

#### BRIEF DESCRIPTION OF THE DRAWING FIGURES

Example embodiments will hereinafter be described in conjunction with the following drawing figures, wherein like numerals denote like elements, and:

FIG. 1 illustrates one example of a network environment operating within a home, office or similar location.

FIG. 2 illustrates data communications occurring within a network environment to facilitate improved location and communication with target devices.

#### DETAILED DESCRIPTION

The following detailed description is intended to provide various examples, but it is not intended to limit the invention or the application and uses of the invention. Furthermore, there is no intention to be bound by any theory presented in the preceding background or the following detailed description.

According to various embodiments, server devices operating within a home, office or similar network environment initially determine information about their location within the network environment. For example, the server can ascertain a sequence of addresses and port numbers that are used by routers, gateways and other devices that deliver electronic traffic to the server device. This sequence of local addresses (or other information) can be transmitted for storage by an address server operating on the Internet or another wide area network (WAN). When client devices attempt to contact the server, the client can first contact the address server to obtain the sequence of local addresses that are associated with the server devices operating within the local network. This allows the client device to contact a target server device using one or more of the local addresses in the sequence, as desired. By providing a mechanism by which local addresses can be delivered, problems previously associated with locating hosts on the local area network can be overcome, thereby greatly improving device discovery and connect-ability within the local network environment.

FIG. 1 illustrates an example of a network environment 100 in which a client 102 and a server 104 operate behind a common router device 110. In this example, router 10 connects a home environment made up of several local area networks (LANs) to the Internet or another wide area network 105. Each LAN is managed by a separate router

device 110, 111, 112, 113. In the illustrated example, the two devices 102, 104 are separated by three different router devices 111, 112, 113. Each device 110-114 corresponds to wired or wireless router or gateway devices, for example, or to any number of other network control devices, as appropriate. Device 110 may be a home gateway that communicates with a cable, fiber optic, digital subscriber line (DSL) or similar modem, for example, to directly connect to the WAN 205. Devices 111-112 may correspond to Wi-Fi gateways, virtual private network (VPN) gateways, wired or wireless router devices, firewalls and/or other devices as desired. Each device 110-114 is typically implemented as a computing device with conventional processor, memory, input/output and similar features that operate under the control of software or firmware instructions to execute the various functions described herein, as desired.

In the example illustrated in FIG. 1, it can often be a substantial challenge for the two nodes to find each other and establish a direct connection even though client 102 and server 104 operate on the same local environment 100 behind router 110. This is partially due to the different address domains used by the different routers 110-113 in environment 100. Moreover, one or more routers 110-113 may not be configured to forward discovery broadcasts from client 102 on other networks, particularly if the discovery broadcast is a proprietary or otherwise unique format, thereby making device discovery across multiple LANs more difficult. Since router and gateway configuration can be complex for many users, particularly in the home environment, it can be desirable to use a different mechanism for clients and servers to find each other that does not rely upon specific configuration of devices 110-114 operating within environment 100.

To that end, server 104 initially gathers information about its logical position within network environment 100 and forwards the gathered information to an external address server 120 for storage and subsequent retrieval. Typically, network routers and gateways are configured to allow most outgoing traffic to network 105 even if incoming traffic is severely restricted. That is, most router devices (e.g., router 110) are configured by default to permit wide access for outgoing traffic while preventing access to the internal network by incoming traffic. Similarly, most internal routing devices 111-113 will allow relatively open access to communications heading toward wide area network 105.

It is therefore relatively straightforward for server 104 to create an outgoing connection 144 to address server 120 operating on network 105 that can be used to transmit one or more addresses that are known to server 104. Similarly, client 102 can place a subsequent outgoing request 142 to the address server 120 to request addresses associated with any servers 104 operating on the same local environment 100. By storing network addresses associated with server 104 (including network addresses used on the internal network environment 100) with an external address server 120, then, the client 102 can more conveniently obtain local addressing information about the server 104. These local addresses, in turn, can be used to create direct connections 140 between client 102 and server 104 via the local network environment 100 even though local addresses are not directly shared between different LANs, and/or even though different LAN addresses are incompatible between different LANs operating on the same home environment, as appropriate.

FIG. 1 illustrates one example of a client 102 attempting to connect to a server 104 operating within the same network environment 100. The particular environment 100 shown in

5

the figure is intended to illustrate the concepts described herein, but equivalent embodiments could implement any other network scheme using any number of router/gateway devices arranged in any topology.

In the example illustrated in FIG. 1, server **104** uses an internet protocol (IP) address of 192.168.1.2 on its immediate network behind router **111**. Router **111** uses an address of 10.20.1.2 on its “public” side network, which is hosted by router **112**. Router **112**, in turn, uses a “public” side address of 10.102.10.2 on the network shared with WAN gateway **110** and router **113**. In one embodiment, server **104** initially determines its network location by performing TRACEROUTE or similar analysis to one or more nodes on network **110**, such as server **120**. The resulting TRACEROUTE data will identify addresses used by router **111**, router **112**, router **110** and any additional routing nodes in forwarding traffic to server **120** on network **105**.

In various embodiments, server **104** can further increase its visibility to clients on other networks by issuing a BIND command (or the like) to one or more of its intervening routers **111**, **112**, **110**. The BIND command will establish a port number with the bound router that can be used to forward messages to server **104**. Server **104** may attempt to bind to router **111** or router **112** to obtain a port number on address 10.20.1.2 (router **111**) or 10.20.1.1 (router **112**) that can be used to receive messages on the 10.20.1.x network. Similarly, server **104** may additionally or alternatively attempt to BIND to the 10.102.10.x network via router **112** and/or router **110**, as desired, to obtain an address on the 10.102.10.x network as well. Once the server **104** establishes one or more port numbers and/or addresses with another router, this information can be forwarded to the address server **120** for storage in a database **124**.

Client **102** suitably transmits a query message to server **120** to obtain contact information for any servers **104** operating in environment **100**. In various embodiments, address server **120** recognizes servers **104** operating in the same network environment **100** as client **102** by a shared address on network **105**. That is, any devices operating behind router **110** will typically exhibit a common IP address (182.71.244.110 in the FIG. 1 example) on network **105**. Address server **120** can use this shared IP address to identify clients **102** and/or servers **104** that are located behind the same gateway device **110**.

Address server **120** responds to queries from one or more clients **102** by providing the sequences of address information **125** from database **124** for any servers **104** operating on the same network environment **100** as client **102**. Address information can include the addresses used by routers **110-112** to forward traffic to server **104**, the address/port number pairs for any bound connections associated with server **104**, and/or any other information as desired. Note that the different devices will typically exhibit different port numbers associated with the common WAN address; these unique port numbers may be stored by address server **120** and returned to clients **102** with subsequent address requests to facilitate connections using the shared-IP-but-unique-port-on-the-WAN, if desired.

Client **102** can then attempt to contact server **104** within the local environment using one or more of the addresses/port numbers associated with the server **104** that are provided by address server **120**, as desired. The addresses provided by address server **120** may be tried in series or parallel until a successful connection **140** between client **102** and server **104** is achieved. Connections may be attempted using, for example, network address translation (NAT) hole punching or the like.

6

In various embodiments, connection **142** from client **102** to address server **104** does not take place via router **110**. A cellular phone client **102**, for example, may establish connection **142** via a mobile telephone connection using a separate digital network. Client **102** will typically provide a local address or other information that can be used to associate client **102** with the WAN address on network **105** that is used by router **110** so that address server **120** can identify relevant servers **104** operating on the relevant network, but this information need not be provided via the home network itself. In further embodiments, address server **120** could maintain a device or user identifier associated with client device **102** and/or a user of client device **102** in a database. This identifier can be associated with a known address on network **105**, or a known server **104** (e.g., a television receiver or digital video recorder that is registered to the same user’s account). In such embodiments, address server **120** could use the network address of the known server **104** to identify other servers **104** that are operating on the same network environment **100**.

In still further embodiments, clients **102** and servers **104** may be registered with a user account or the like so that it is not necessary to compare the WAN addresses of the different devices. To the contrary, address server **120** may be able to identify one or more server devices **104** that are associated with the same user account as client **102** and automatically forward the local addresses that are known for those devices, regardless of whether the addresses match the addresses associated with the client **102**.

Conversely, address server **120** may compare more than one address submitted by client **102** to identify any matches. Even if matches are not identified behind the WAN address, servers having matching addresses may be identified behind one or more local addresses, if desired. This may allow local connections to be established even in home environments that have multiple WAN connections, as desired.

Generally speaking, server **120** is implemented as a network server system using conventional processors, memory, interfaces and other computing hardware under the control of an appropriate operating system and application software. Equivalently, server **120** may be implemented using any sort of “cloud-based” hardware, such as the Amazon Web Services product available from Amazon.com, or any other cloud service such as Microsoft Azure, Google Cloud Platform, Adobe Cloud, VMware, IBM Cloud, Rack-space, Red Hat and/or the like.

Both client **102** and server **104** can be implemented using conventional data processing hardware, software, firmware, etc. In various embodiments, server **104** may be a digital video recorder (DVR), IP television client or other network appliance that provides video streams to one or more client devices **102**. To that end, server **104** may be implemented with conventional processors, memory or mass storage, network interfaces and other computing hardware as appropriate. Similarly, client device **102** may be implemented with any sort of mobile phone, tablet, personal computer, streaming media client, web browser device or the like. Client device **102** will typically include conventional processor, memory and interface hardware as well as appropriate operating systems and application software as appropriate.

FIG. 2 illustrates an example process **200** that can be used to automatically locate server **104** and/or establish a connection between client **102** and server **104**. The various functions shown in FIG. 2 may be performed under the direction of software and/or firmware instructions that are stored in digital memory or mass storage for execution by

one or more processors. The process 200 illustrated in FIG. 2 is intended as an example that illustrates the broad concepts described herein; any number of equivalent embodiments could modify the particular logic described, and/or could implement different functions in any other temporal order, or using different hardware entities as desired.

As noted above, each server device 104 operating within a network environment 100 initially determines its own network information as appropriate (function 202). In various embodiments, the determination is performed using a UNIX/LINUX-type TRACEROUTE function that identifies routing devices along a path from a source to a destination. In various embodiments, a TRACEROUTE from server 104 to address server 120 (or any other service on network 105) will identify the different routers 110-112 residing within the local environment 100, as well as any relay nodes within network 105. The server 104 may attempt to bind to one or more of the identified routers 110-112; alternatively, the server 104 may simply report the addresses of the intervening routers without separately binding to the router, as desired. Generally, the network information 125 will include a sequence of network addresses and/or port numbers that have been identified for relaying network traffic to server 104. These addresses may be conventional IP addresses/port numbers; equivalent embodiments could support any number of additional or alternate protocols and address formats, as desired, including IPv6 addresses or the like.

Network information 125 is forwarded to address server 120 in any manner (function 204). In various embodiments, server 104 is able to make an outgoing network connection via the WAN 105 via router 110. Network information 125 may be delivered using HTTP PUT statements, FTP/TFTP file transfers, SMTP or other messaging, or in any other manner. In some embodiments, address server 120 provides an application program interface (API) that accepts in network information 125 in XML, SOAP or similar format. Address server 120 stores the received information 125 in database 124 for subsequent retrieval.

Upon receipt of a subsequent request message 206 transmitted by client 102, the address server 120 suitably identifies any server(s) 104 operating within the same network environment 100 as client 102 (function 208), obtains the stored address information for each identified server 104, and forwards the retrieved address information 125 back to the requesting client 102 (function 210). As noted above, the address server 120 may identify relevant servers 104 through a shared WAN address corresponding to router 110, or in any other manner. Address information 125 about the identified server(s) may be formatted for storage, retrieval and/or delivery in any appropriate manner, including any sort of XML, SOAP, REST or other formats.

The client device 102 appropriately selects one of the available servers 104 based upon user selection, or in any other manner (function 212). In various embodiments, the client 102 could automatically select a server 104 based upon the closest server 104 (e.g., fewest network hops to connect), based upon the last server 104 contacted by the client 102, or in any other manner.

The client device 102 then attempts to connect to the selected server 104 to establish a data connection (function 214). In various embodiments, the network information 125 received for the server 104 includes a sequence of network addresses within environment 100 that are associated with the server 100. The client 102 can initiate contact with the server 104 by sending connection request messages to one or more of the addresses in the sequence. Other embodiments

may use further techniques (e.g., network address translation (NAT) “hole punching”) to guess connection port numbers or to otherwise attempt to establish connections with the identified address. Addresses in the sequence may be contacted in series or in parallel, as desired for the particular embodiment. In at least one implementation, client 102 sends connection request packets to each of the addresses/ports identified in the received network information 125 in hopes that at least one connection request will be received by server 104. Server 104 may be programmed to ignore subsequent requests from a client 102 if multiple requests are received; further embodiments could allow server 104 to choose which of the various connection requests to respond to based upon the first request received, or any other indicia that one connection address may be favored over another.

When communications are established between the client 102 and server 104 using the local network environment 100, then a data connection 216 can be established. The data connection 216 may be used for media streaming in some embodiments; equivalent embodiments could use the connection for file transfers, video gaming, IPTV and/or any other purposes as desired.

The general concepts set forth herein may be modified in any number of ways. Although the network environment is often described herein as a “home” environment, equivalent concepts could be applied to offices, schools, factories, restaurants and bars, and/or any number of other environments that make use of multiple local area networks. Moreover, the concepts described herein with respect to contacting video servers to establish video streaming could be equivalently applied for other applications or purposes, such as internet television (IPTV), video gaming, home or office control, file or print sharing and/or any other applications as desired.

The term “exemplary” is used herein to represent one example, instance or illustration that may have any number of alternates. Any implementation described herein as “exemplary” should not necessarily be construed as preferred or advantageous over other implementations. While several exemplary embodiments have been presented in the foregoing detailed description, it should be appreciated that a vast number of alternate but equivalent variations exist, and the examples presented herein are not intended to limit the scope, applicability, or configuration of the invention in any way. To the contrary, various changes may be made in the function and arrangement of the various features described herein without departing from the scope of the claims and their legal equivalents.

What is claimed is:

1. An automated process executable by a media streaming server device to establish a connection with a media player device within a network environment, wherein the media streaming server device provides media streams, the process comprising:

determining, by the media streaming server device, one or more local network addresses corresponding to router devices that couple the media streaming server device to a wide area network;

providing the one or more local network addresses as a sequence of network addresses to an address server operating on the wide area network for storage by the address server and subsequent transmission of the sequence of network addresses from the address server to the media player device; and

subsequently responding to a request received by the media streaming server device from the media player device, wherein the media player device transmits the



request to at least one of the local network addresses in the sequence of network addresses obtained by the media player device from the address server on the wide area network, wherein the media player device retrieves the one or more local network addresses from the address server and transmits the request to each of the local network addresses in the sequence to contact the media server device, wherein:

the media streaming server device and the media player device are located on separate local area networks; the media streaming server device comprises a local storage digital video recorder; and

at least some of the local network addresses in the sequence are internet protocol (IP) addresses corresponding to a port on a router device operating within the network environment, wherein the port is uniquely associated with the media streaming server device.

2. The automated process of claim 1 wherein the media streaming server device and the media player device both operating behind a shared gateway to the wide area network.

3. The automated process of claim 2 wherein the media player device is a mobile computing device.

4. The automated process of claim 1 wherein the router device is configured to forward communications received on the port to the media streaming server device.

5. A media streaming server device comprising a processor and a memory and configured to provide media streams, wherein the processor is configured to execute machine-readable instructions that are stored in the memory and that, when executed, carry out a process to establish a connection with a media player device within a network environment, the process comprising:

determining, by the media streaming server device, one or more local network addresses corresponding to router devices that couple the media streaming server device to a wide area network;

providing the local network addresses as a sequence of network addresses to an address server operating on the wide area network for storage by the address server and subsequent transmission of the sequence of network addresses from the address server to the media player device; and

subsequently responding to a request from the media player device by the media streaming server device, wherein the media player device transmits the request to at least one of the local network addresses in the sequence of network addresses obtained by the media player device from the address server on the wide area network, wherein the media player device retrieves the one or more local network addresses from the address server and transmits the request to each of the local network addresses in the sequence to contact the media streaming server device, wherein:

the media streaming server device and the media player device are located on separate local area networks; the media streaming server device comprises a local storage digital video recorder; and

at least some of the local network addresses in the sequence are internet protocol (IP) addresses corresponding to a port on a router device operating within the network environment, wherein the port is uniquely associated with the media streaming server device.

6. The media streaming server device of claim 5 wherein the router device is configured to forward communications received on the port to the media streaming server device.

7. The media streaming server device of claim 5 wherein the media streaming server device and the media player device are both located behind a common router device operating within the network environment.

8. The media streaming server device of claim 7 wherein the media player device is a mobile computing device.

9. An automated process executable by an address server system operating on a wide area network to establish a direct connection between a media player device and a media streaming server device, wherein the media streaming server device provides media streams, the process comprising:

receiving, by the address server system, a sequence of one or more local network addresses associated with the media streaming server device operating within a local area network, wherein each of the one or more network addresses corresponds to a different network address associated with the media streaming server device within a network environment;

storing the received one or more local network addresses in a database;

subsequently receiving, by the address server system, a request for media streaming server device addresses from the media player device that is also operating within the network environment;

transmitting, by the address server system in response to the request received from the media player device, the sequence of one or more local network addresses associated with the media streaming server device to the media player device to thereby permit the media player device to initiate a direct connection between the media player device and the media streaming server device by transmitting contact messages to each of the local network addresses in the sequence, wherein:

the media streaming server device and the media player device are located on separate local area networks; the media streaming server device comprises a local storage digital video recorder; and

at least some of the local network addresses in the sequence are internet protocol (IP) addresses corresponding to a port on a router device operating within the network environment, wherein the port is uniquely associated with the media streaming server device.

10. The automated process of claim 9 wherein the router device is configured to forward communications received on the port to the media streaming server device.

11. The automated process of claim 9 wherein each of the one or more local network addresses is associated with a gateway device residing within the network environment that is separated from the wide area network by the router.

12. The automated process of claim 9 wherein each of the one or more local network addresses is associated with a gateway device residing within the network environment that is separated from the wide area network by the router and coupling the media streaming server device to the router for communicating on the wide area network.

13. The automated process of claim 9 wherein the address server system further associates the media player device with the media streaming server device, and wherein the address server system identifies other media streaming server devices operating in the same network environment as the associated media streaming server device according to a wide area network address of the associated media streaming server device.

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14. The automated process of claim 9 wherein the media player device transmits the request to the address server system via a separate network path that does not include the router.

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